

FIG. 1

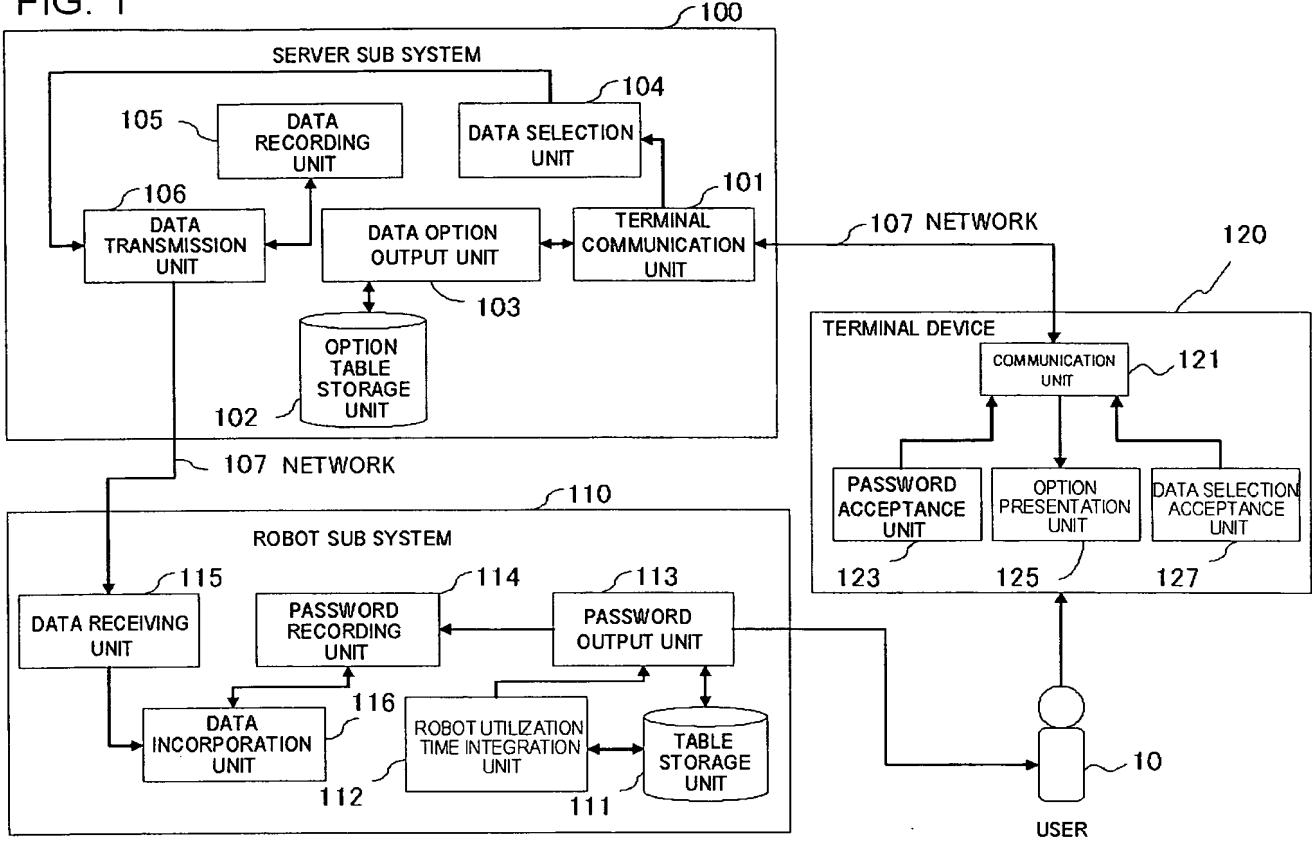


FIG. 2

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PASSWORD	DATA IDENTIFIER
“ BLUE SKY ”	“STAGE 1 DANCE SCENARIO”
“ BLUE SKY ”	“STAGE 1 TALK SCENARIO”
“ BLUE SKY ”	“STAGE 1 GAME SCENARIO”
:	
“ DARK NIGHT ”	“STAGE 1 DANCE SCENARIO SHORT”
“ DARK NIGHT ”	“STAGE 1 TALK SCENARIO SHORT”
“ DARK NIGHT ”	“STAGE 1 GAME SCENARIO SHORT”

FIG. 3

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DATA IDENTIFIER	DATA FILE NAME
“STAGE 1 DANCE SCENARIO”	“/data/stage1/dance.zip”
“STAGE 1 TALK SCENARIO”	“/data/stage1/talk.zip”
“ STAGE 1 GAME SCENARIO ”	“/data/stage1/game.zip”
:	
“STAGE 1 DANCE SCENARIO SHORT”	“/data/stage2/danceSmall.zip”
“STAGE 1 TALK SCENARIO SHORT”	“/data/stage2/talkSmall.zip”
“STAGE 1 GAME SCENARIO SHORT”	“/data/stage2/gameSmall.zip”

FIG. 4

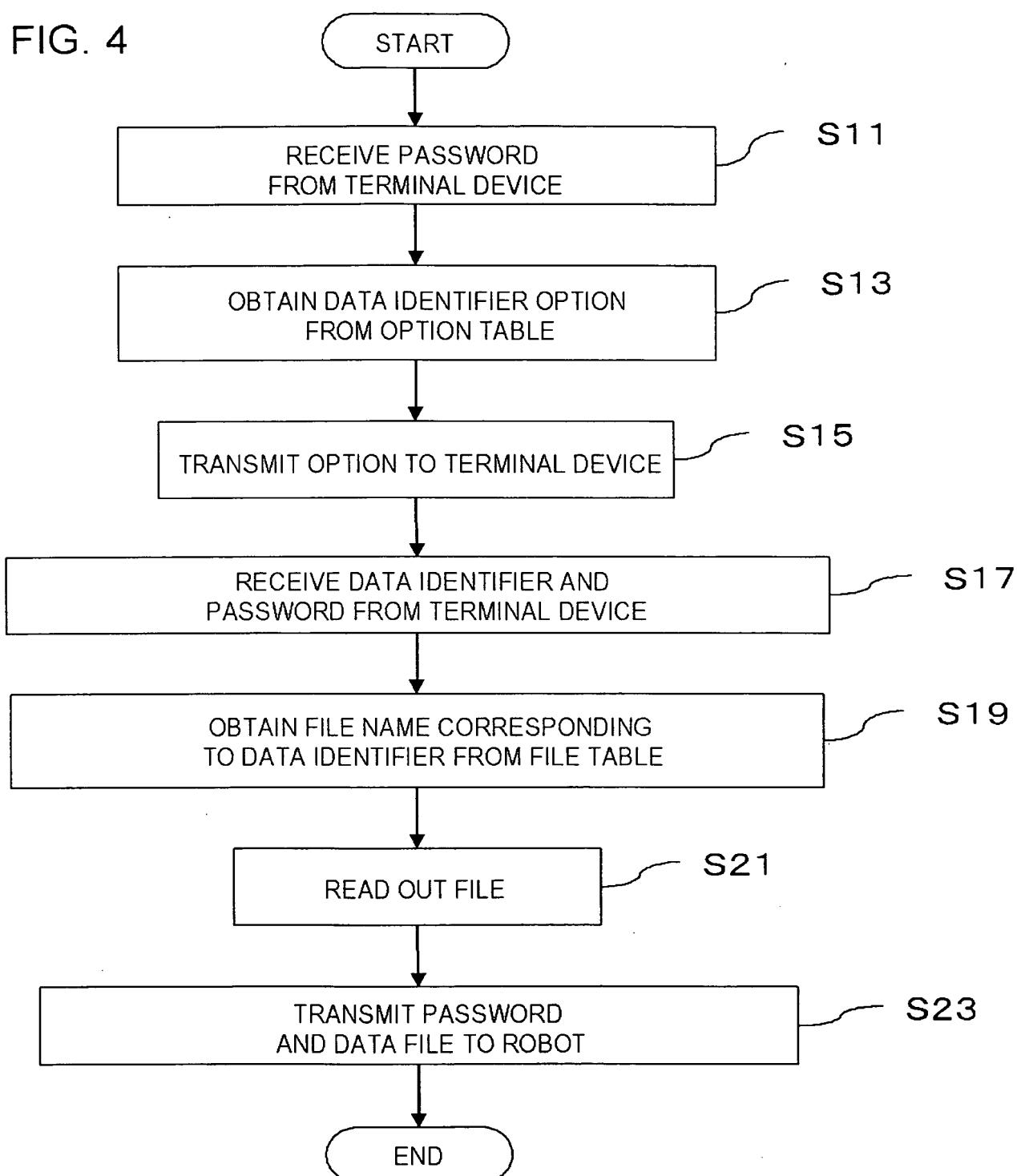


FIG. 5

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UTILIZATION TIME	PASSWORD IDENTIFIER
2	“ STAGE 1 ”
10	“ STAGE 2 ”
24	“ STAGE 3 ”

FIG. 6

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PASSWORD IDENTIFIER	PASSWORD
“ STAGE 1 ”	“ BLUE SKY ”
“ STAGE 2 ”	“ WHITE CLOUD ”
“ STAGE 3 ”	“ RED SUNSET ”

FIG. 7

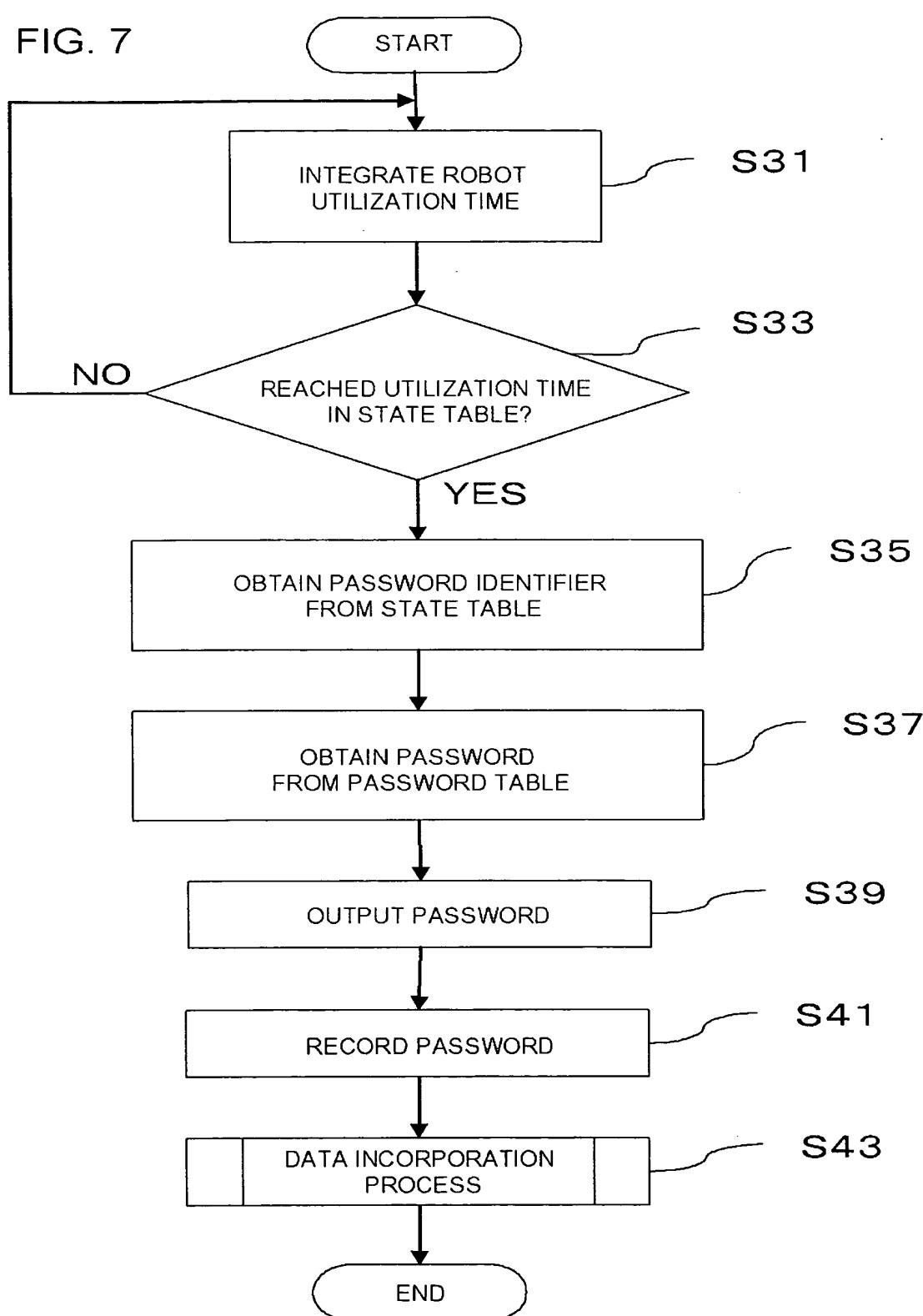


FIG. 8

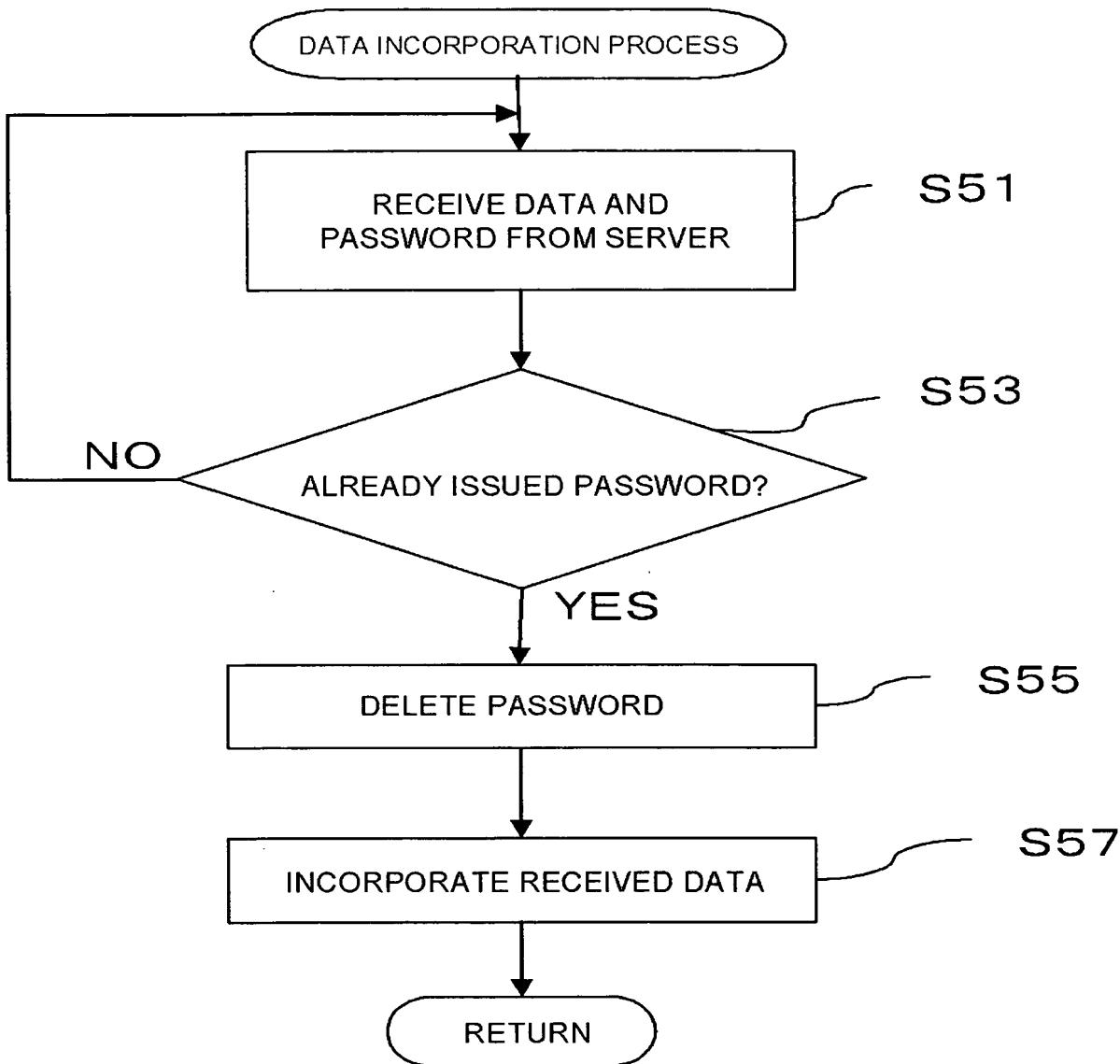


FIG. 9

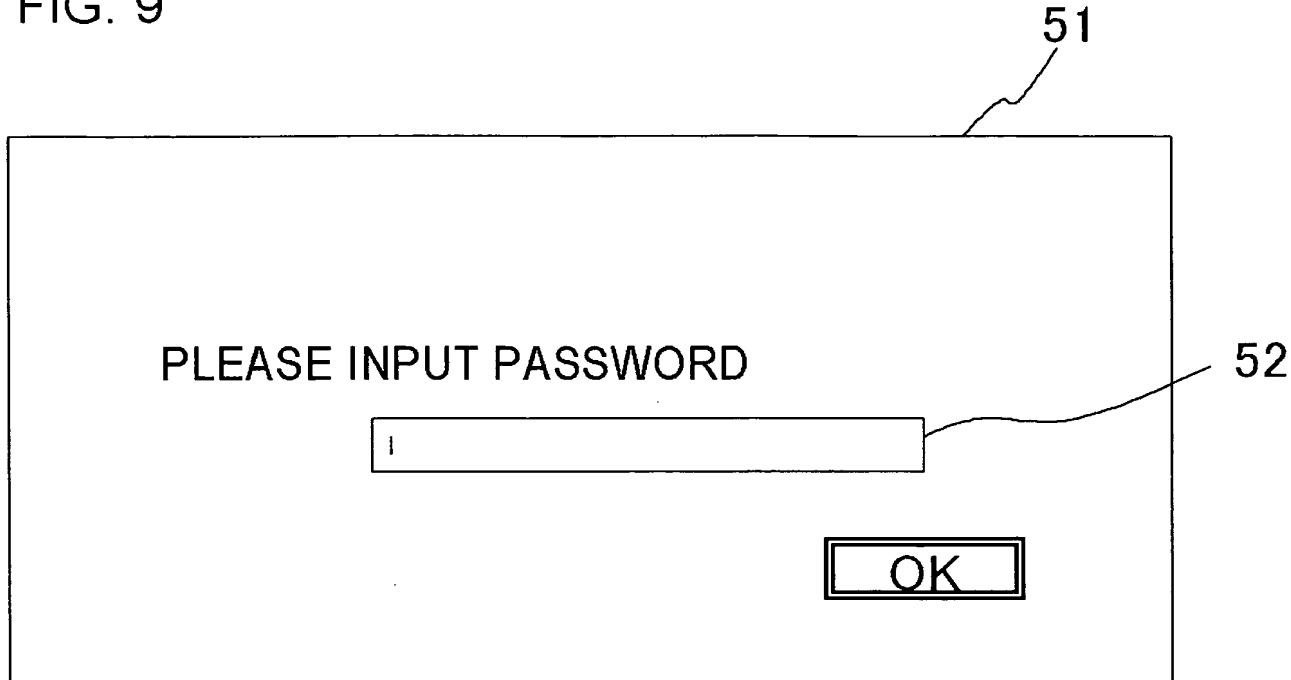


FIG. 10

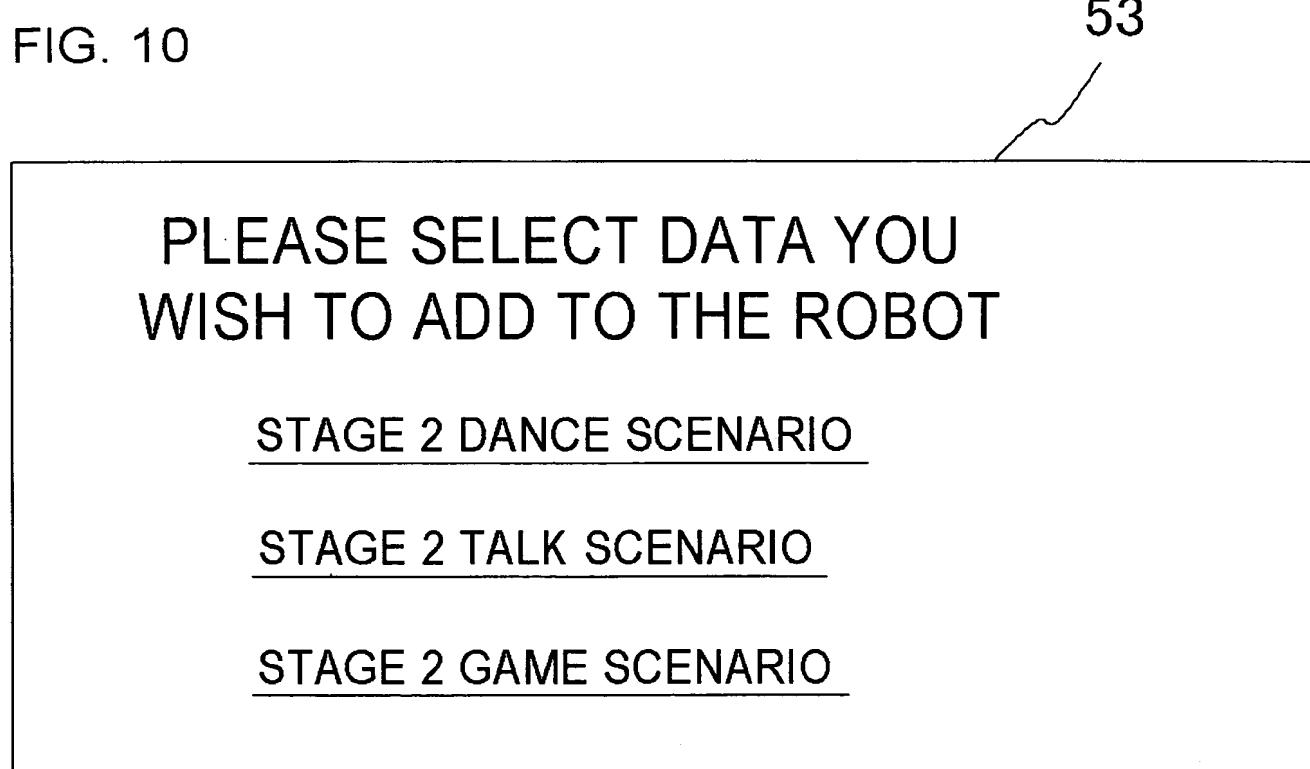


FIG. 11

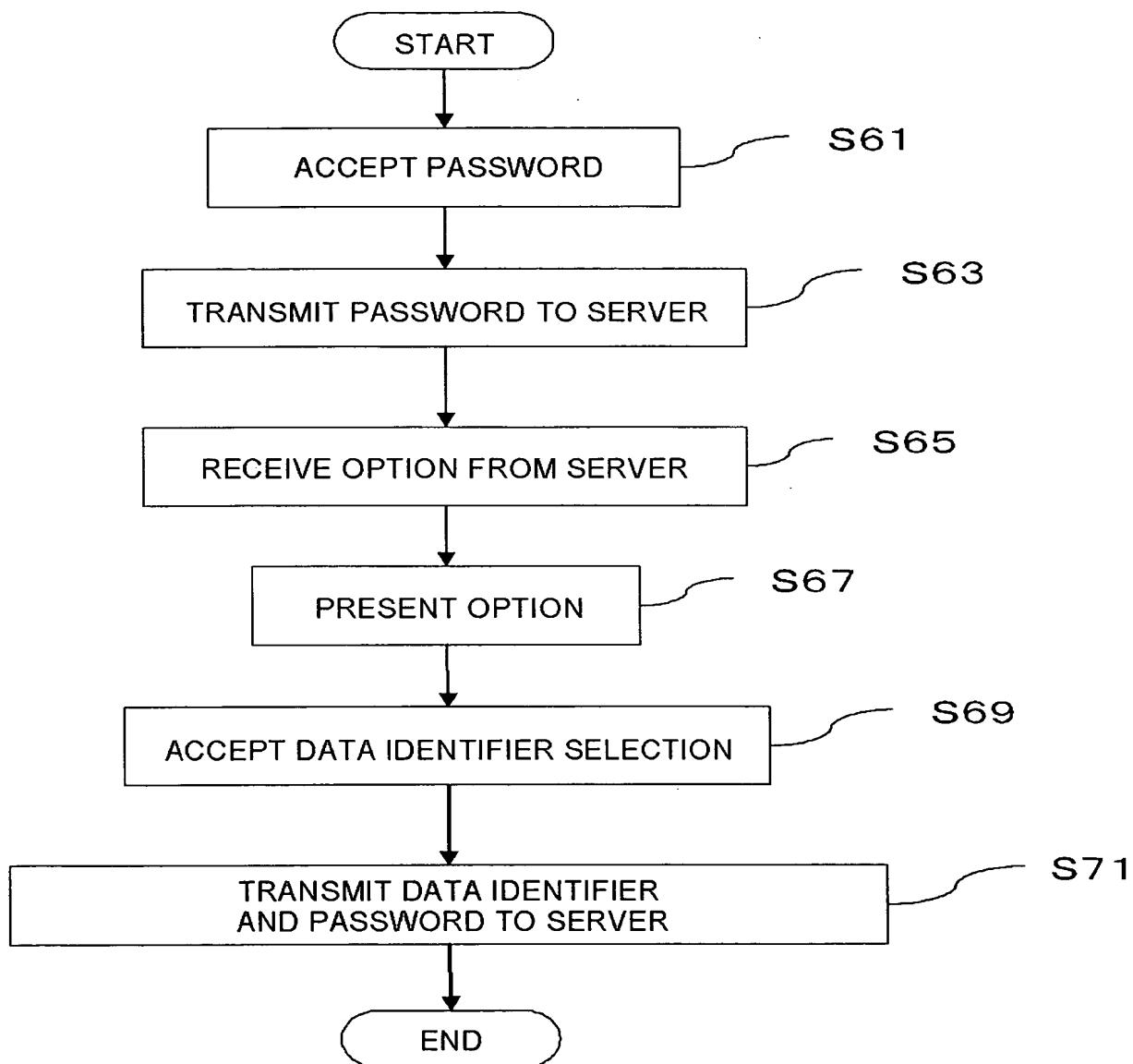


FIG. 12

110 ROBOT SUB SYSTEM

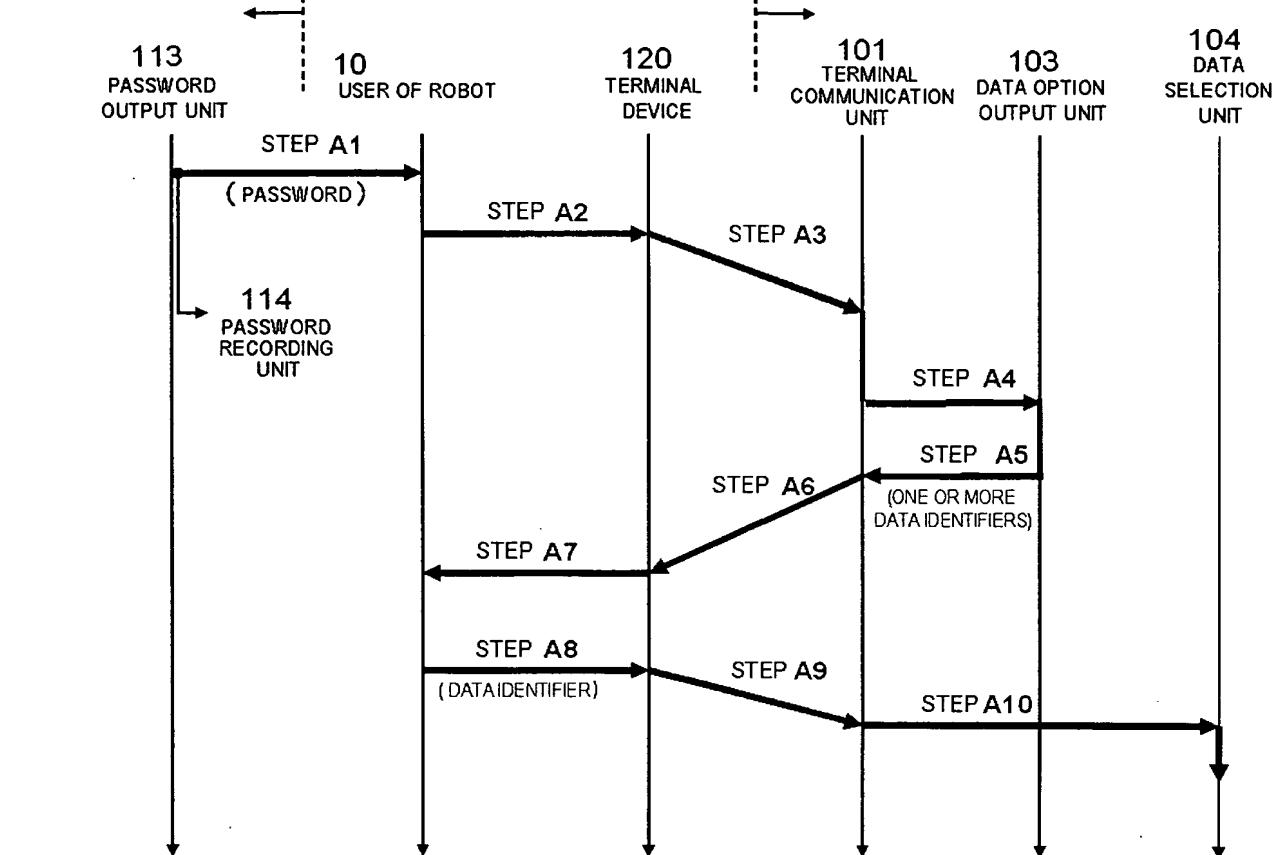


FIG. 13

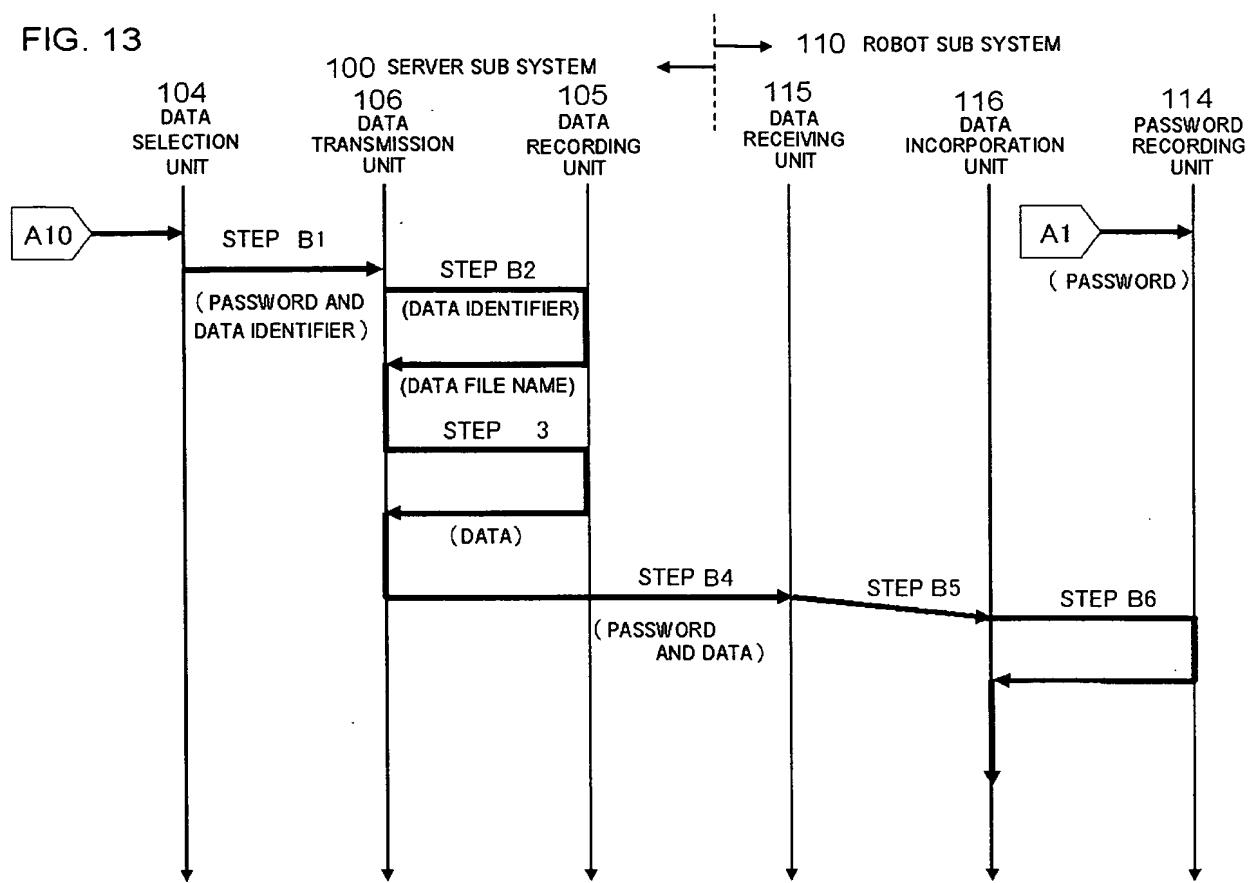


FIG. 14

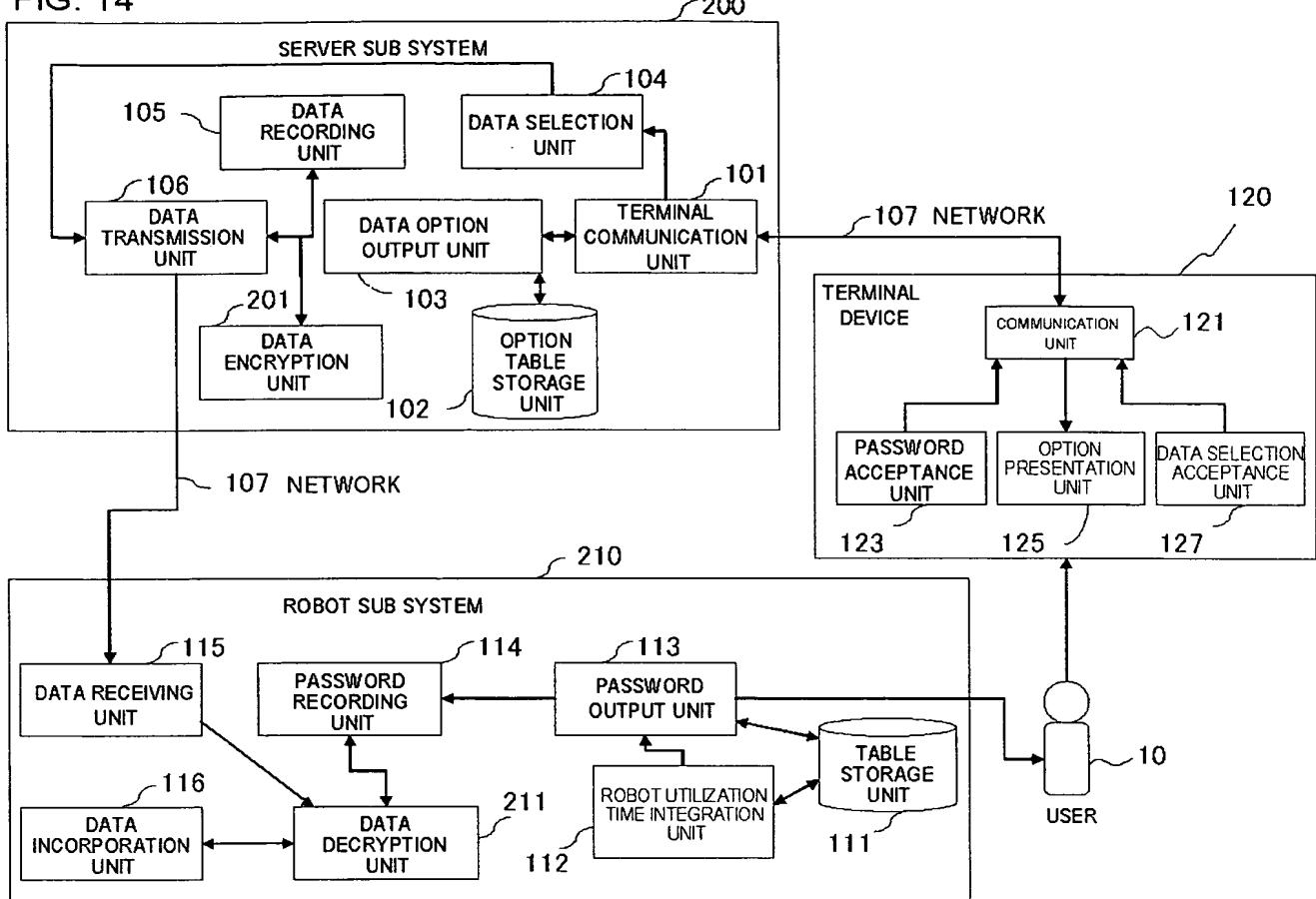


FIG. 15

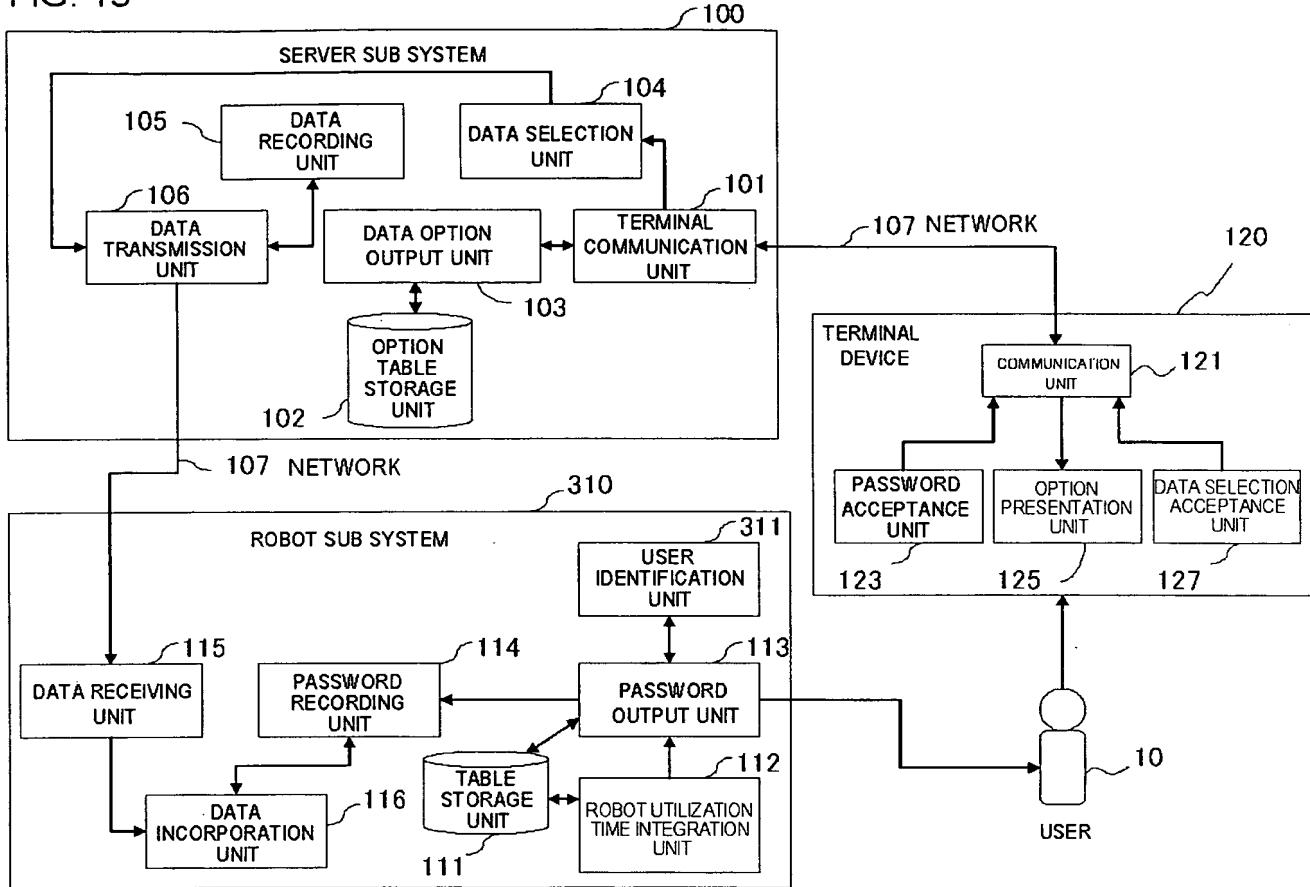


FIG. 16

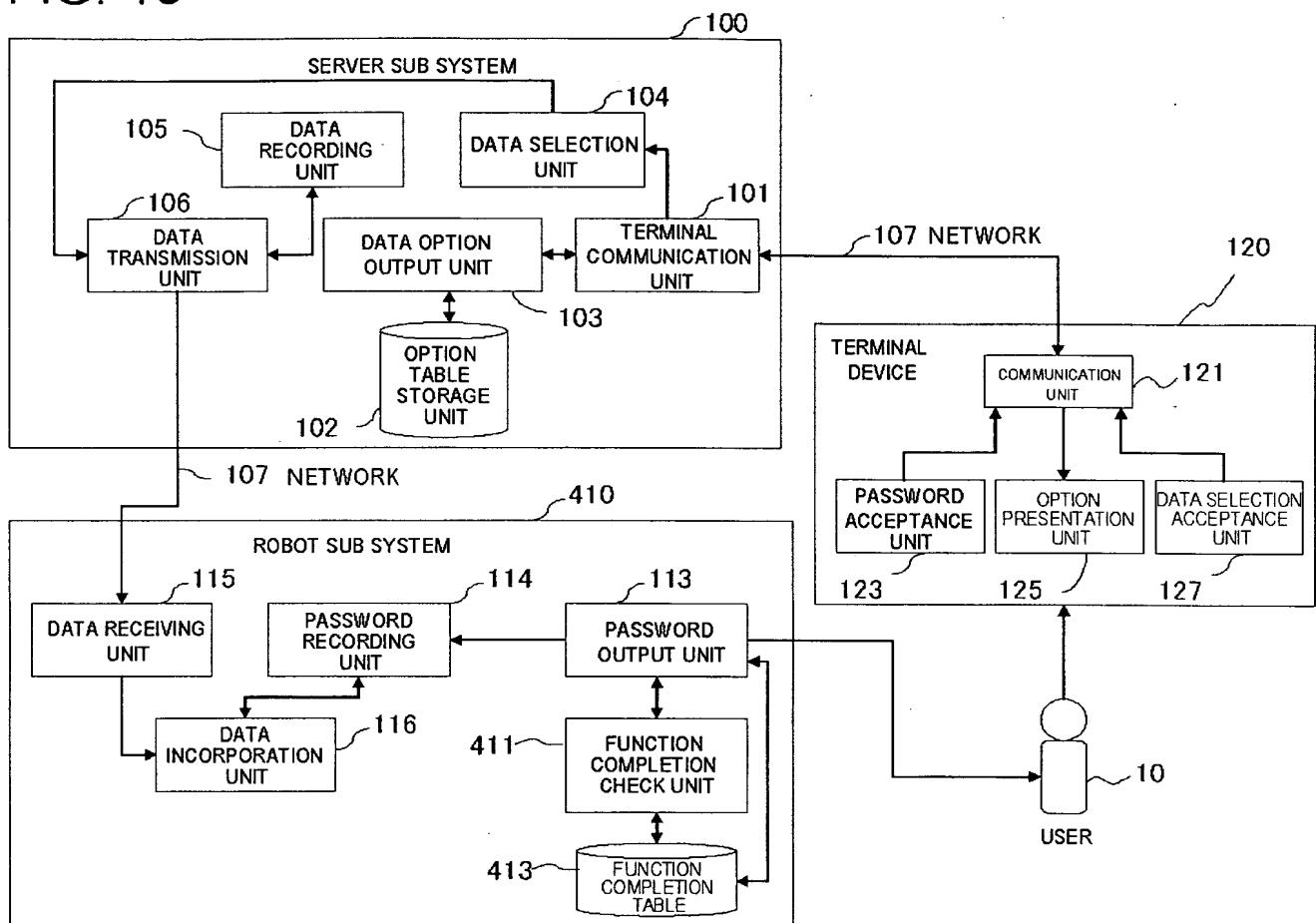


FIG. 17

PARAMETER NAME	PASSWORD IDENTIFIER
“GAME CLEAR”	“ADD GAME”
“SAW ALL DANCES”	“ADD DANCE”
“TALKED ALL TOPICS”	“ADD CONVERSATION”

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FIG. 18

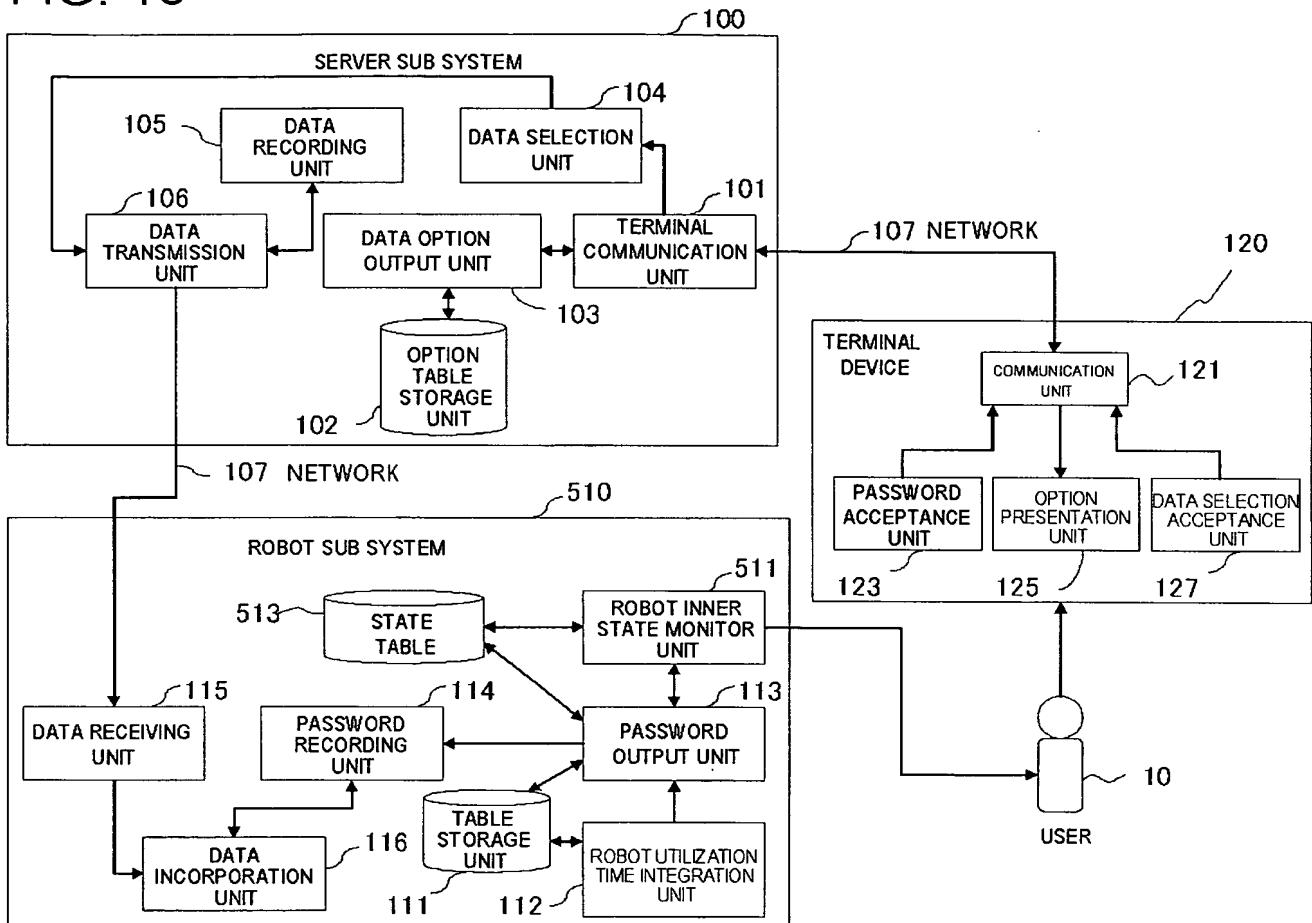


FIG. 19

PASSWORD IDENTIFIER	DATA CAPACITY	PASSWORD
“STAGE 1”	“SUFFICIENT”	“BLUE SKY”
“STAGE 2”	“SUFFICIENT”	“WHITE CLOUD”
“STAGE 3”	“SUFFICIENT”	“RED SUNSET”
“STAGE 1”	“SCARCE”	“DARK NIGHT”
“STAGE 2”	“SCARCE”	“BRIGHT MORNING”
“STAGE 3”	“SCARCE”	“DISTANT STAR”

FIG. 20

